

TABLE I

Example function to perform	Command to Send to Satellite or Mission Control	Parameters to send to Satellite or Mission Control
5 Atlantis OS Mission Control tells the Atlantis OS Satellite to start Unreal Tournament	LOAD_GAME	None
10 The Atlantis OS Satellite determines if Unreal Tournament is currently running or if another program is running. If another program is running it will shut that down based on its knowledge of that system and then start Unreal Tournament.	QUIT_GAME ¹	None
The Atlantis OS Satellite notifies Atlantis OS Mission Control that is starting Unreal Tournament	GAME_STARTED	None
15 When Unreal Tournament starts the Atlantis OS Satellite then notifies Atlantis OS Mission Control that Unreal Tournament is up and running.	GAME_READY	
20 Atlantis OS Mission Control now tells the Atlantis OS Satellite to join a network game that has been created on another system on another Atlantis OS Satellite .	NETWORK_GAME	Game #, World, Mode, Map, Host Name, Host IP, Player Handle, Skill, Blue Red & Bots
25 With the system has joined the game the Atlantis OS Satellite sends the message to Atlantis OS Mission Control informing it that it has joined the game.	PLAYER_CONNECTED	
During the game as a player completes an objective, kills someone, or gets killed themselves the Atlantis OS Satellite records the information and displays it on the LED while providing feedback to the user by the gun or vest.	Information is only sent to an LED if attached to the system	Text to send ie: "Player Name" is in the lead
30 When their allotted mission time ends Atlantis OS Mission Control tells the Atlantis OS Satellite to quit playing the current game.	PLAY_DEMO	
35 The Atlantis OS Satellite notifies the player that the game is over and please remove their headset and to open the pod rails in the case of a pod based game.	Audio commands are sent over the players headphones	
The Atlantis OS Satellite notifies Atlantis OS Mission Control that it has received the message and that the game is now over. If for some reason the game were to end prematurely it would also notified Atlantis OS Mission Control that fact.	GAME_OVER	
40 Atlantis OS Mission Control would then communicate with the debriefing station to allow it to play the game and a similar fashion as this example.	DEBRIEF_GAME	Game Number

TABLE II

5 Console initialized.
Winsock TCP/IP Initialized
WIPX_Init: Unable to open control socket
Exe: 09:30:49 Mar 21 1997
16.0 megabyte heap
Sound Initialization
637k surface cache
10 320x240
CD Audio Initialized
joystick not found -- no valid joysticks (a5)
execing quake.rc
execing default.cfg
15 Unknown command "volume"
execing config.cfg
execing autoexec.cfg
8 demo(s) in loop
Playing demo from dontdel.dem.
20 ERROR: couldn't open.
execing server.cfg
"skill" is "1"
3 demo(s) in loop
VERSION 1.09 SERVER (21066 CRC)
25 -----
Azure Agony
execing server.cfg
"skill" is "1.000000"
VERSION 1.09 SERVER (21066 CRC)
30 -----
Azure Agony
Guest313 entered the game
Guest312 entered the game
Debug entered the game
35 Camera running
I Am Player DragonMan
Guest313 killed Guest312
Guest312 killed Guest312
NET_GetMessage: disconnected socket
40 VERSION 1.09 SERVER (21066 CRC)

Azure Agony
Camera running
Guest313 entered the game
45 Guest312 entered the game
Debug entered the game
Guest312 left the game with 0 frags
Guest313 left the game with 0 frags
Camera deactivated
50 Debug left the game with 0 frags

TABLE IV

Game	Command	Key to Send to Game
Unreal Tournament	Jump	<SPACE>
Unreal Tournament	Fire	<CTRL>
Quake	Jump	<ALT>
Quake 3	Change Weapons	\
All Games	Move Forward	<UP ARROW>
All Games	Move Backward	<DOWN ARROW>

TABLE IV